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Ender's Shadow (The Shadow Series)



Synopsis

The novel that launched the bestselling Ender's Shadow series •available for the first time on unabridged cd The human race is at War with the "Buggers," an insect-like alien race. As Earth prepares to defend itself from total destruction at the hands of an inscrutable enemy, all focus is on the development of military geniuses who can fight such a war, and win. The long distances of interstellar space have given hope to the defenders of Earth--they have time to train these future commanders up from childhood, forging them into an irresistible force in the high orbital facility called the Battle School. Andrew "Ender" Wiggin was not the only child in the Battle School; he was just the best of the best. In Ender's Shadow, Card tells the story of another of those precocious generals, the one they called Bean--the one who became Ender's right hand, part of his team, in the final battle against the Buggers. Bean's past was a battle just to survive. His success brought him to the attention of the Battle School's recruiters, those people scouring the planet for leaders, tacticians, and generals to save Earth from the threat of alien invasion. Bean was sent into orbit, to the Battle School. And there he met Ender....

Book Information

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Customer Reviews

A Reading Guide for Ender's Game. THE ENDER UNIVERSE Ender's Series: Ender Wiggin: The finest general the world could hope to find or breed. The following Ender's Series titles are listed in order: Ender's Game, Ender In Exile, Speaker for the Dead, Xenocide, Children of the Mind. Ender's Shadow Series: Parallel storylines to Ender's Game from Bean: Ender's right hand, his

strategist, and his friend. The following Ender's Shadow Series titles are listed in order: Ender's Shadow, Shadow of the Hegemon, Shadow Puppets, Shadow of the Giant, Shadows in Flight. The First Formic War Series: One hundred years before Ender's Game, the aliens arrived on Earth with fire and death. These are the stories of the First Formic War. Earth Unaware, Earth Afire. The Authorized Ender Companion: A complete and in-depth encyclopedia of all the persons, places, things, and events in Orson Scott Card's Ender Universe. --This text refers to the Paperback edition.

Ender's Shadow is being dubbed as a parallel novel to Orson Scott Card's Hugo and Nebula Award-winning Ender's Game. By "parallel," Card means that Shadow begins and ends at roughly the same time as Game, and it chronicles many of the same events. In fact, the two books tell an almost identical story of brilliant children being trained in the orbiting Battle School to lead humanity's fleets in the final war against alien invaders known as the Buggers. The most brilliant of these young recruits is Ender Wiggin, an unparalleled commander and tactician who can surely defeat the Buggers if only he can overcome his own inner turmoil. Second among the children is Bean, who becomes Ender's lieutenant despite the fact that he is the smallest and youngest of the Battle School students. Bean is the central character of Shadow, and we pick up his story when he is just a 2-year-old starving on the streets of a future Rotterdam that has become a hell on earth. Bean is unnaturally intelligent for his age, which is the only thing that allows him to escape--though not unscathed--the streets and eventually end up in Battle School. Despite his brilliance, however, Bean is doomed to live his life as an also-ran to the more famous and in many ways more brilliant Ender. Nonetheless, Bean learns things that Ender cannot or will not understand, and it falls to this once pathetic street urchin to carry the weight of a terrible burden that Ender must not be allowed to know. Although it may seem like Shadow is merely an attempt by Card to cash in on the success of his justly famous Ender's Game, that suspicion will dissipate once you turn the first few pages of this engrossing novel. It's clear that Bean has a story worth telling, and that Card (who started the project with a cowriter but later decided he wanted it all to himself) is driven to tell it. And though much of Ender's Game hinges on a surprise ending that Card fans are likely well acquainted with, Shadow manages to capitalize on that same surprise and even turn the table on readers. In the end, it seems a shame that Shadow, like Bean himself, will forever be eclipsed by the myth of Ender, because this is a novel that can easily stand on its own. Luckily for readers, Card has left plenty of room for a sequel, so we may well be seeing more of Bean in the near future. --Craig E. Engler --This text refers to the Paperback edition.

First off, as a consumer, you do not have to purchase Ender's Game in order to read this novel because as stated by Card in the foreword, Ender's Shadow is a parallel and completes Ender's Game. Overall, the plot was interesting and very intellectual exploring interesting concepts and making me really think about the context of the book. This novel is very accurately listed under sci-fi because, indeed, the time period, technology, and plot centered around battle school in outer space fulfill that topic. Although the plot was very interesting, parts of the book were basically just the main character, Bean, thinking for long periods of time which made the book seem to drag on and on. However, for some people who like hearing concepts and really getting into the character's mindset that factor is also positive. The other thing that bothered me were the characters who acted like smart elites majority of the time. I felt that intelligence was the main attribute used to describe characters and besides the deeper attributes that later came into play I felt there was really no connection to the characters until the end of the book.

As Ender and Bean are gifted leaders and strategists, Card is a gifted writer. Seeing "the beginning of the story" for "Ender's Game" from Bean's perspective while also getting to know Bean so much better is a gift for the reader.

Although the reviews now indicate how I feel about the book, at first many probably doubted that Card could essentially tell the same story twice. However, the story while similar to Ender's Game, does a brilliant job in its own right in becoming a separate book from its original predecessor. The storyline of Bean from his struggles on the streets of Rotterdam to his acceptance and difficulties in Battle School, is extremely compelling. If you loved Ender's Game, you might like Ender's Shadow even more. What makes it unique is the fact that not only does it tell some of the events but besides the plot of the Bugger War (Called Formics in Ender's Shadow) and Bean's original struggle to stay alive, is the subplot of his origins. Without giving too much away (POSSIBLE SPOILERS AHEAD), Bean is not a normal child in any sense of the word normal. The source of Bean's intelligence is gradually unraveled throughout the book by the International Fleet and Sister Carlotta (Bean's mentor and protector during his time on Earth before Battle School). I found this subplot to perhaps be the most exciting of all. It gave the original Ender's Game a new dimension to look at. Ender's Shadow not only gives the reader some of the events that the reader read about in Ender's Game but fills in a lot of the gaps as well that are told from the standpoint of the people on the "other" side of the equation. Bottom line is if you haven't gotten this book yet, you are missing out on all the

magic that made Ender's Game great and Ender's Shadow even better. Pick it up, you won't regret it!

This has been one of my most favorite books since I first read it in the 7th grade. The story of kids not just fighting against the threat to humanity, but commanding the entire military makes every young kid feel like they have a chance to do something important. The story line is great, moves along at a good pace, and keeps readers engaged. After 2 or 3 paperback copies got read to pieces, I finally purchased it for Kindle when the last copy bit the dust. 15 years later this is still one of my most favorite books. As I have progressed as a reader, I find more and more depth in Card's writing and the book appeals on levels deeper than it did when I was in 7th grade. While still entertaining as it was then, the depth into the characters deepens and the similarities between the story-line and real life resonate with the reader and bring the story to life. I plan to still be reading this book in another 15 years from now.

One of my favorite book pairs is Ender's Game and Ender's Shadow, this being the one I tend to like more. I can't say that about the audio book though, and had to dock a star. Couple things: - Ripping the CD's takes a long time, and the titles didn't order correctly by default. It put them in order of track 1 from all cd's followed by track 2 from all cd's, not track 1, 2, 3 of cd 1... etc. It's annoying, and Windows media player fights you the whole time, if you're trying to modify anything about the 'song' data. This is relatively common among the audio books, at least, it is from my limited experience. - Achilles, a fairly major character for those who haven't read it yet, is apparently pronounced A-sheel. Which makes no sense to me, as I've always heard Achilles tendon, Achilles heel, and Achilles the greek hero, demigod... all pronounced as A-kill-ees. On top of that, he's named after Achilles because of his bad leg, an obvious reference to the greek story, and he fights with Ulysses (the Roman name for Odysseus, another character from the Odyssey). Let's just say it bugged me quite a bit when I realized who they were referencing. I'd look over it, if his name wasn't mentioned so many times in the story.

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